

DISTRIBUTED RESOURCE ARCHITECTURE AND SYSTEM

ABSTRACT OF THE DISCLOSURE

A distributed resource system comprises a plurality of compute resource units operable to execute graphics applications and generate graphics data, and a plurality of visualization resource units communicatively coupled to the plurality of compute resource units and operable to render pixel data from the graphics data. A first network couples a network compositor to the plurality of visualization resource units. The network compositor is operable to synchronize the received pixel data from the plurality of visualization resource units and receive the pixel data from the visualization resource units and to composite the synchronized pixel data into at least one image. A plurality of display devices, at least one of which is located remotely from the plurality of compute resource units, are coupled to the network compositor and operable to display the at least one image.